```
Point

+ X
+ y
+ z

+ Point()
+ Point()
+ Point()
+ Point()
+ Point()
+ ~Point()
+ SetPlusInfinity()
+ SetMinusInfinity()
+ PositiveUnitRandomVector()
+ UnitRandomVector()
and 91 more...
```

## EventManager

#m mouseLoc

```
# m_responders
```

- + pushResponder()
- + removeResponder() + sendCommand()
- + mouseLoc()
- + addToDeleteQueue()
- + initializeEventManager()+ ProcessMouseClick()
- + ProcessMouseActive()
- + ProcessMousePassive()
- # EventManager()
- # ~EventManager()
- # sendInputEvent()
- # checkForShutDownEventManager()
- # takeOverEventManagement()